

Presence Absence

Not starting from photography or early art, rather from mid 20th century, late modernist, early postmodernist notion that what wasn't there is as important as what is there.

Taking something away provides a means of emphasis, directs viewers attention.

Also calls attention to the surroundings of the subject

Cohen - first effect- recognition of the void

Abstract effect- filling in the shapes

reflexive effect- attaching meanings, reactions

Disconnect between what is there and what we expect

Art as much about what we fill as it about what is there

Go through presence absence page and a couple of the videos on more examples page,

"do you feel a tension between what is there and what you expect?"

Explain, today is experimentation with your own photos, for next week- 5 photos with something

removed, creating tension and meaning, can reshoot, should be own photos, try and avoid the monuments and political spaces

Technical Lecture

- Big Ideas
- Search for familiar elements in interfaces
- Many ways to do everything, from the desktop to specific software
- Customize workflow, don't be closed minded to new ways, or be surprised to find new ways and new things all the time
- Use the web for technical demos
- Play, play, play hit buttons and see what happens
- Photoshop is a complex program people earn there entire living using 40 hrs a week, we scratch the surface

Photoshop interface-

Menu Bar

Commands

single shot- no options in command

dialog command- have ... choose attributes

checkmarks turns on and off setting

Help search- find commands

toolbar-

select tool and do something in image window

Options bar

options to modify settings of currently selected tool

panels- palettes

contains controls for certain aspects of project, color, history, layers

image window

workspace

Default panels that should be open

Window>Workspace

layers

colors

adjustments

history

opening images in new project

open in control click

Layer panel

- Layers top-closest to viewer, bottom farthest
- Similar to negatives in an enlarger-photo processes
- Type of layers shown, use for projects with lots of layers
- Blending modes- how the layer interacts with layers below
- Opacity- how see through to layers below
- Lock and fill- to change default display for that layer and to make changes impossible
- At bottom
- Special effects- try not to use these- layer filters
- Add mask-similar to selection
- Add adjustment layer
- Add folder
- New layer
- Trash
- Right click contextual menu

Selections

- Most basic operation
- If you can select it you can manipulate it, hide it, replace it

Marquee and lasso tool

- most basic selection tools
- click and drag from edge
- Release to let computer connect to make a shape

modifier keys alter behavior holding key

Go over different selection tools- options in options bar

- Rectangular
- Oval
- Line
- Lasso
- Polygonal lasso
- Magnetic lasso
- Magic wand- Color, tolerance-lower=more specific- contiguous,
- Quick selection- magic wand in brush form- use for areas with lots of different colors and tones
-
- option-drag from center
- selection can be clicked and dragged
- constrain to perfect square hold shift
- add to selection hold shift-non contiguous
- alt key subtract from selection

What does a selection mean?

- selection only affects active layer
- Anything outside selection is protected
- After selection, copy and paste to new document or image in new layer
- Edit-clear
- Edit-Fill

Have them load up their photos, make selections with different tools, try modifier keys, and clear or fill areas

Refine edge go through process

- Select menu- refine edge, also button

view- show different mask views-use which ever works, try switching views

radius- increase transition areas-PS finds edges

smart radius- PS differentiates between

soft/complex and hard-even edges

use show radius button to see transition area

refine using brush buttons and sliders

- Finish with decontaminate colors-helps control

bleed

- Output to selection to give you a “marching ants” selection you can copy or delete
- output to new layer with mask, to save the selection in visual form,

Save in photoshop form to save layers, but will not save history!

Adjustment layers

non destructive

adjustments under image menu change the pixels when image is saved

- option-click mask- show b and w layer
- command-click mask- show selection
- with selection on (marching ants) create an adjustment layer, creates layer with mask
- copy paste into new layer

Day 2 Tech lecture

Image size, resolution, color space

Why important?- plan file specs to fit the intended purpose

Ex. High dpi for print, small file size for web

Color space- mathematically representing colors- international standards depending on use and what viewed on:

subtractive [primary colors](#) of pigment ([cyan](#) (C), [magenta](#) (M), [yellow](#) (Y), and [black](#) (K))

colors are displayed on a computer monitor, they are usually defined in the RGB ([red](#), [green](#) and [blue](#))

same colors is to use their [Hue](#) (X axis), their [Saturation](#) (Y axis), and their [brightness](#) Value (Z axis). This is called the [HSV color space](#).

Bit depth is number of possible colors per channel (Divisions of primary colors) higher bit depth=more colors

Most of our output os for screens, we will stick to RGB

IMAGE SIZE- 3 important attributes, all interrelated- Pixel Dimensions, Document Size, resolution

Pixel dimensions- absolute size in # of pixels- piles

are discrete dots that make up the image

Width x height

Also determines file size (take color space and bit depth into account)

Resolution- # of pixels per some form of measurement- usually inches for us

Document size- pixel dimensions at a specific resolution equal a document of a certain size when printed

Show Image size and resolution page in wiki, then play with settings to see how related

Remember, you can never add information, only take it away. Resampling up in size simply interpolates and adds pixels, but not true information

Size and resolution matter when copying and pasting between files

Transform tools

resize, interpolation

Smart objects

allows an object to be resized without losing detail
can't edit a smart object without rasterizing it

Masks

Masks- allow you to continually edit and refine

Create mask with button on bottom of layer menu

Show/hide mask with opt click

Black-hide white-reveal

Show colorize example with multiple layers

Show example of selection into mask

Use image for mask

adjustment layers

history-saving

refine edge to mask layer

mask similar to selection, but can be a much more

visual way of accessing selection

affects all layers underneath

white=pass through

black blocks the effect or image

Day 3 Tech Lecture

Finish Tools:

Note: almost all the effects you will see in these tools can be achieved using basic selection and masking techniques. If you use masking techniques, you can undo these effects after saving and opening the file at a later time.

- Crop tool
- Eye Dropper
 - Click selects top color, option click selects bottom color
- Spot Healing brush tools
- Healing Brush Tools
 - Difference between spot healing and healing (Healing selects copy point with OPT)
 - Patch tool selects area and selects area to paste over
 - Content aware uses algorithm to fill space
 - Red eye selects area based on color
- Brush Tools

- Color replacement tool Keeps lights and darks and fills in color with selected
 - mixer brush for painting like oil paint
- Clone stamp selects an area and paints a replacement- good if there are some edges/texture you want to copy
 - Pattern stamp lets you load patterns to paste over with varying opacity
- History brushes paint back in the history panel
 - Can take snapshots of states in history panel and paint back to snapshot that is selected
- Eraser tools delete pixels revealing the layer underneath
 - Background eraser selects the color under the crosshair and erases only that color-set tolerance to adjust
 - Magic eraser works like magic wand, only erases all that would be selected with magic wand
- Gradient tool fills areas with transitioning colors or tones, play with settings in the options bar
 - Paint bucket fills in selected area with solid color
- Blur tool- paints a blur effect to selected layer
 - Sharpen increases definition and contrast- can become unnatural quickly
 - Smudge “pushes” pixels around like that were

wet paint

- Dodge tool- paints increased exposure (lighter)
 - Burn tool paints decreased exposure (darker)
- Sponge tool paints saturation and desaturation

Adjustment layers

- Basically a mask that applies an adjustment to the layers below
- If you have a selection made and add an adjustment layer, it automatically makes a mask using that adjustment
- Show different between using adjustment layers and using image menu
- Can move adjustment layers around to affect different groups of layers

Content Aware Fill

- In edit menu>Fill
- Computer fills in selected area with what it thinks should go there. Often a good place to start, then use clone stamp and healing brush to finish.
- Good on organic areas, areas with structure get distorted.

Puppet warp

- Distorts and changes image by pinning and moving. Good for drastic changes to natural areas, such as straightening a road or tree branch. Experiment with this!
- Option over pin allows rotation